

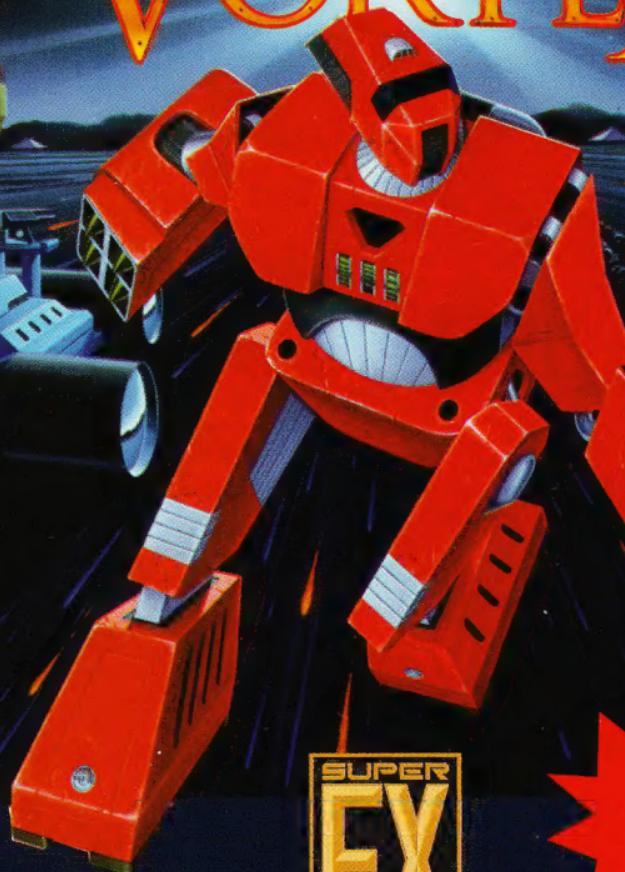


SUPPLEMENT TO  
GAME PLAYERS  
SEGAWORLD • NINTENDO

ENTER THE WHIRLWIND™

ISSUE  
0  
1994

# VORTEX™



SUPER  
**FX**

Comic Book  
Plus  
23 Pages of  
Video Game Hints



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Nintendo®



ELECTRO BRAIN®  
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SUPER NINTENDO  
ENTERTAINMENT SYSTEM

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SUPER NINTENDO  
ENTERTAINMENT SYSTEM

# VORTEX

TM

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Game produced by Electro Brain Corp.

Electro Brain Corp. Creative Director, Thom Kofeo

Electro Brain Corp. special thanks to: Jonathan Slager and Eric Gudell

Game developed by Argonaut Software Ltd.

This hint book illustrates the Normal level of difficulty only.  
In the Easy and Hard levels of difficulty, different items are hidden  
in different places, and different amounts of enemies are found.

Play all three levels of difficulty to truly master Vortex.

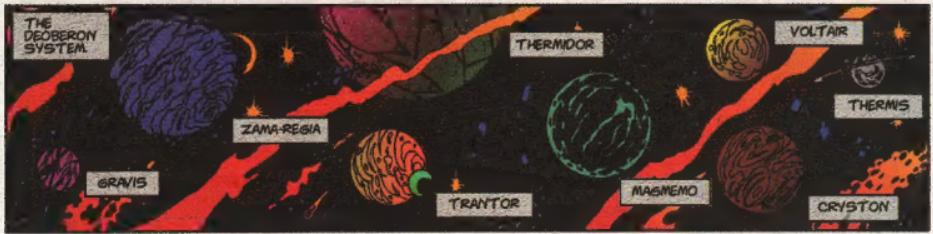
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LORD BARKAHN,  
BE STILL!

A MILITARY SOCIETY IS  
FOREVER AT WAR--IF NOT WITH  
OTHERS, THEN WITH ITSELF.  
THIS IS SOMETHING I  
WILL NOT HAVE!



YOU ARE AN  
OUTDATED WARLORD  
BORED WITH THE PEACE  
I HAVE PROMISED TO  
THE PEOPLE OF THIS  
SYSTEM.



NOW STOP  
YOUR RANTING, OR  
I WILL HAVE YOU  
REMOVED.

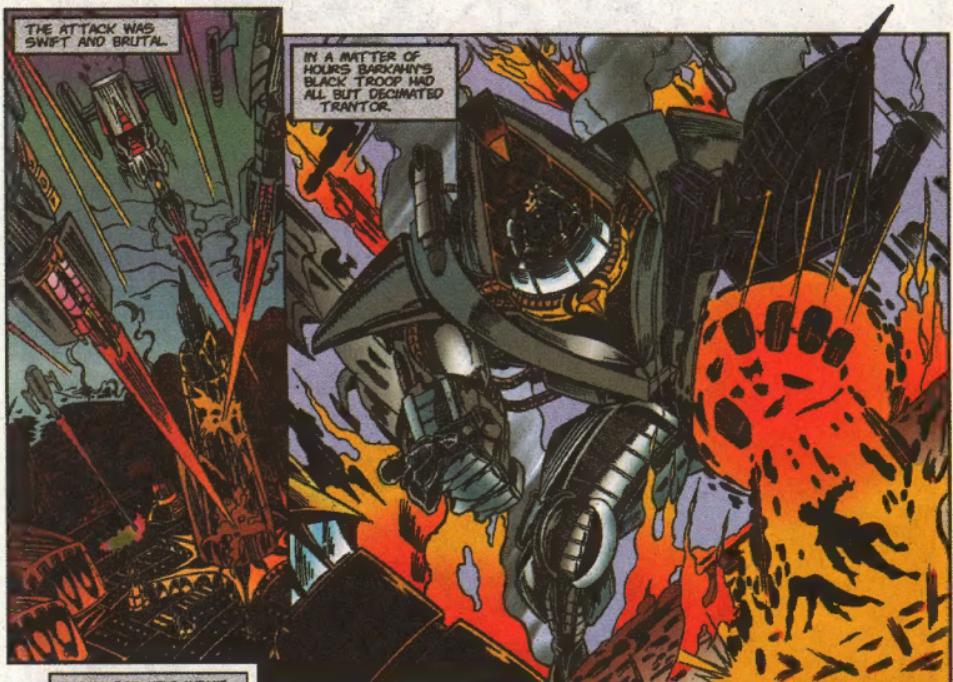


DO NOT  
TROUBLE YOUR-  
SELF, EMPEROR  
DEOBERON.

BARKAHN!

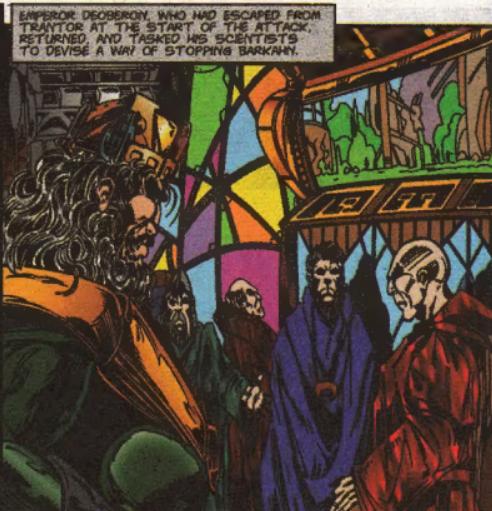
HOW  
GENTLE MEN  
COULD A PEACE  
LOVING SOCIETY  
LIKE OURS FOSTER  
SUCH A SHORT-  
SIGHTED WAR  
MONGER?







IN TIME THE BRAVIS  
TROOPS WERE ABLE  
TO REPEL BARKANN'S  
BLACK TROOP  
OFF TRANTOR  
COMING FROM THE  
YEAR OF CIVIL WAR  
AGAINST CRYSTON,  
VOLTAR, MAGNEO  
AND THERM.



EMPEROR DEOBERON, WHO HAD ESCAPED FROM  
TRANTOR IN THE BLINK OF THE ATTACK,  
RETURNED AND TASKED HIS SCIENTISTS  
TO DEVISE A WAY OF STOPPING BARKANN.



THEY DID NOT FAIL  
HIM. THE END RESULT  
WAS THE AL CORE.



THE DEVICE, ONCE  
ACTIVATED, WAS  
CAPABLE OF CREATING  
NEW DIMENSIONS,  
FREEZING TIME,  
AND DESTROYING  
ENTIRE PLANETS.

ARTIFICIAL INTELLIGENCE CO.

DEOBERON DECREED  
THAT CRYSTON,  
VOLTAR, MAGNEO AND  
THERM, THE FOUR  
PLANETS IN BARKANN'S  
CONTROL, BE EXILED INTO  
A PRISON DIMENSION.



IN THE BLINK OF AN EYE--

WITHOUT A DROP  
OF BLOOD SPILLED--



THE WAR WAS OVER.

IT SHOULD HAVE BEEN A  
TIME FOR CELEBRATION—

BUT THE STRAIN OF  
THE FIVE HUNDRED YEAR  
WAR HAD TAKEN ITS TOLL  
ON EMPEROR DEOBERON.

ALL MOURNED  
HIS DEATH.

DEOBERON'S PASSING  
COINCIDED WITH THE  
DEATH OF ANOTHER.

LORD BARKAHN  
IS DEAD—LONG RULE  
VERGINTORNY!

FIVE HUNDRED  
YEARS LATER.

BARKAHN  
LORD  
TAXID

REST WELL,  
FRIEND. A PITY  
YOU DIDN'T DIE IN  
BATTLE. OUR PEOPLE  
WILL ESCAPE FROM  
THIS PRISON.

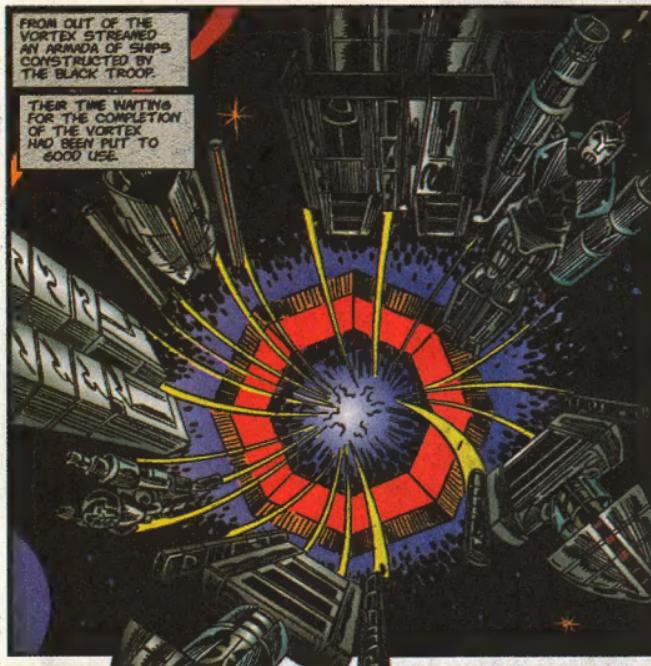
LORD  
VERGINTORNY—  
THE SCIENTISTS  
HAVE AT LAST  
ACTIVATED THE  
VORTEX!

FINALLY,  
A WAY HOME  
AND A CHANCE  
TO EXACT REVENGE  
ON DEOBERON AND  
HIS FOLLOWERS.

COME!  
THE STREETS OF  
TRANTOR WILL FLOW  
RED WITH OUR WRATH!

FROM OUT OF THE VORTEX STREAMED AN ARMY OF SHIPS CONSTRUCTED BY THE BLACK TROOP.

THEIR TIME WAITING FOR THE COMPLETION OF THE VORTEX HAD BEEN PUT TO GOOD USE.



TANTOR'S DEFENSES QUICKLY BUCKLED UNDER THE ATTACK.



WHEN VERCINGETORIX LEARNED THAT THE AL CORE COULDN'T BE DESTROYED, HE HAD THE CORE AND ITS FOUR DATA BANKS SENT THROUGH THE VORTEX FOR STUDY.



HE HIMSELF REMAINED BEHIND TO GUARD THE CORE HOUSING.



# Training Level 1

THE SIMULATOR WILL PLACE YOU IN A BATTLE ARENA. YOUR TASK IS TO DESTROY 30 ALIEN CRAFT. THE MOTHER SHIP WILL PICK YOU UP AT THE END OF YOUR MISSION. YOU HAVE 600 SECONDS TO COMPLETE THIS TASK.



TRAINING  
LEVEL 1  
BATTLEGROUNDS



Follow the map from its bottom, where Dante and the Mother Ship dropped you off. Destroy every **enemy** that appears on the screen.

Use your missiles to keep **enemies** away from you and to prevent them from damaging your Morphing Battle System. It is important to destroy each **enemy** that appears. If you do not you may fail the mission and the **barbarians** will gang up on you.



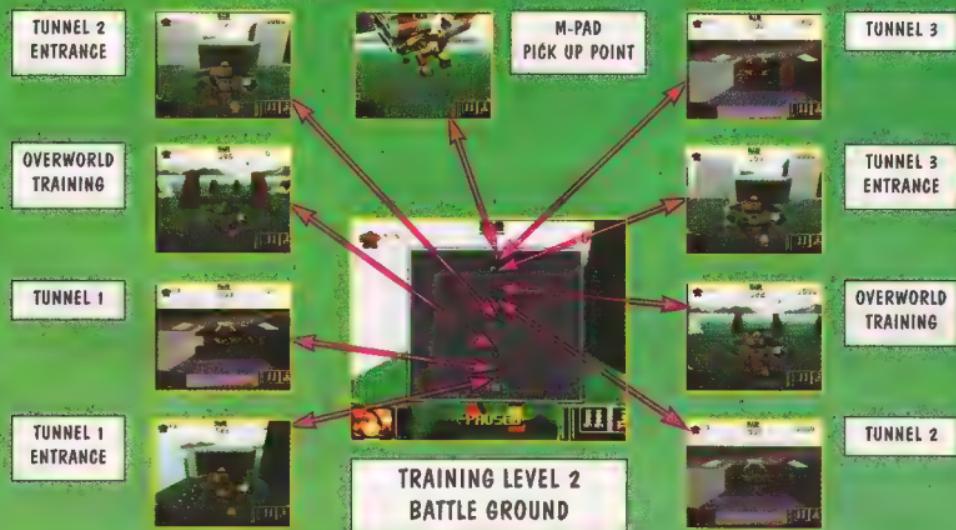
You can use any of the weapons that are available to you in the Walker Mode. Use each weapon as much as you want. Your weapons are not depleted in the training levels.



Transform into the Hard Shell Mode and use your Electro Bombs to destroy **enemies**, such as the tank, that require multiple missile hits or to save yourself if you are suddenly surrounded by **enemies**.

# Training Level 2

THE SIMULATOR WILL PLACE YOU IN AN ALIEN BASE. YOUR TASK IS TO NAVIGATE THE OBSTACLES AND MEET THE MOTHER SHIP AT THE M-PAD PICK UP POINT. YOU CANNOT USE SONIC JET MODE FOR THIS TASK. YOU HAVE 600 SECONDS TO COMPLETE THIS TASK.



Be careful of the **closing doors** in the tunnels. They will cause severe shield damage if they close on you. To avoid being damaged by these **doors**, walk slowly toward the **doors** in the Walker Mode. Watch the movement of each door and push the jump button just as each finishes closing.

If there are **crash bars** after the doors transform into the Hard Shell Mode immediately after you clear the doors. The **crash bars** can hit the Hard Shell without causing any shield damage. Be aware that the **closing doors** can cause serious **shield damage** even in the Hard Shell Mode.



Jump over the **gates** found between the tunnels as they reach the bottom of their frame to avoid shield damage.



Shoot any and all **enemies** as soon as they appear outside the tunnels to prevent being pushed into a **gate**.

# Training Level 3

THE SIMULATOR WILL PLACE YOU IN AN ALIEN BASE. YOUR TASK IS TO DESTROY ALL FIVE PYRAMID DRONE GENERATORS. STRAY TOO FAR FROM THE ROUTE AND YOU WILL BE IN NO MAN'S LAND. AFTER ALL FIVE GENERATORS HAVE BEEN DESTROYED THE MOTHER SHIP WILL PICK YOU UP. YOU HAVE 600 SECONDS TO COMPLETE THIS TASK.



PYRAMID DRONE GENERATOR



PYRAMID DRONE GENERATOR



TRAINING LEVEL 3 BATTLEGROUND



Use your missiles to destroy every enemy that appears to avoid being surrounded. The barbarians will gang up on you whenever they can.



When the Pyramid Drone Generators appear, use missiles to destroy them. Destroy all the enemies the Pyramid Drone Generators spit out at you, as well as the enemies that appear from all sides.



PYRAMID DRONE GENERATOR



PYRAMID DRONE GENERATOR



PYRAMID DRONE GENERATOR



Use your map to locate the five Pyramid Drone Generators.

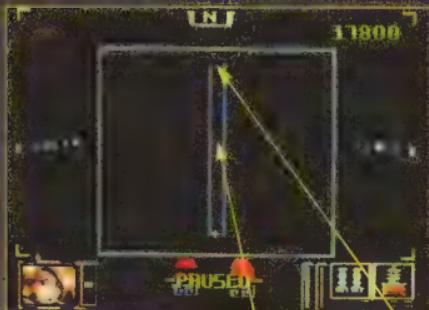
# The Vortex

TRAVEL THROUGH THE VORTEX TO THE AKI-DO SYSTEM WHERE THE AKI-DO FORCES AWAITS AND THE PIECES OF THE CORE ARE HIDDEN. DESTROY AS MANY OF THE ENEMY FIGHTERS AS POSSIBLE TO HINDER THEIR CHANCES OF RULING OUR PLANETARY SYSTEM. THE WARRIOR CRIXUS IS BLOCKING THE ENTRANCE TO THE AKI-DO SYSTEM.



Remember where your energy refill containers are located.

**SAVE ALL OF YOUR ELECTRO BOMBS FOR CRIXUS!**



SECTOR 1



SECTOR 2



ENERGY  
BONUS



PORTAL TO  
SECTOR 2



ENERGY  
BONUS



THE WARRIOR  
CRIXUS



Use the Sonic Jet Mode for the best maneuverability in The Vortex.

Transform into the Walker Mode and destroy the asteroids with the laser before they have a chance to open up and fire at you.





### SECTOR 1

Remember that you can only pick up items in the Walker Mode. Energy bonuses are the only bonus items available in the Vortex. Look closely at the maps of Vortex Sector 1 and Vortex Sector 2 to find their exact location.



Travel through this portal at the end of Sector 1 to reach Sector 2.



### SECTOR 2



As soon as **Crixus** appears, transform into the Hard Shell Mode and use all of your Electro Bombs. You should have three Electro Bombs to launch against **Crixus**.

Upon reaching the end of Sector 2 you will encounter the ruthless **Crixus**.

After you have expended your last Electro Bomb, transform to the Sonic Jet Mode and shoot **Crixus** in his glowing, hexagon shaped, blue center.



Shooting **Crixus** in his glowing, blue center will cause **Crixus** to flip over momentarily. Shoot him in the back while he is turned over. This is the only way **Crixus** can be damaged. Repeat this process when **Crixus** flips back forward.



Try and dodge the lasers that **Crixus** shoots at you. Continue flipping him over and dodging his laser fire until he is destroyed.



Fly through the portal to enter the Aki-Do system. Cryston awaits!

# Cryston

OUR SCIENTISTS ARE BEING HELD BY THE AKI-DO FORCES. EXPLORE CRYSTON'S UNDERGROUND TUNNEL SYSTEM AND COLLECT THE THREE PASS DISKS. THESE WILL UNLOCK THE PRISON BUILDING AND RELEASE THE CAPTIVE SCIENTISTS. DEFEAT THE WARRIOR DARIUS AND HIS BATTLE DROID TO RETRIEVE THE FIRST CORE SEGMENT.



The first key is located in the bonus container that is right in front of the Morphing Battle System where Danto drops you off. Collect this key by walking over it and open the elevator directly north of the key. Enter the elevator by walking into the front door. After the elevator has taken you underground you can proceed through the tunnel.



When you come to a crash bar with a missile behind it, walk slowly toward the crash bar until the missile begins to approach you. The missile will hit the crash bar and destroy it without damaging you. You will now be able to proceed through the tunnel unharmed.



Transform into the Hard Shell Mode just before you come to each corner in the tunnel. This will prevent the Morphing Battle System from being damaged by an unseen missile as you round the corner.



At the end of this tunnel you will find a Pass Disk. Collect the Pass Disk by walking over it, then enter the elevator. Now you will be able to leave the tunnel, via the elevator, and return to Cryston's wintery wasteland.



Collect the second key by walking into it. Go directly ???? to the area where the third key is located.



Be sure to find the Defense Unit as soon as you can. He is hidden somewhere close to the exit elevator from the first tunnel you entered!



Collect the third key by walking into it and proceed directly to the entrance to the second tunnel. Proceed through this tunnel and collect the second Pass Disk by walking over it.



Upon emergence from the second tunnel, proceed to the third tunnel by walking into the front door of the elevator. There is a secret bonus located at the front of this tunnel. Proceed through the tunnel and collect the third Pass Disk that is located midway through the tunnel. Be sure to pick this up. Enter the elevator at the end of the tunnel by walking into it to return to Cryston's surface.

TUNNEL 2



TUNNEL 3



KEY 2



DEFENSE UNIT

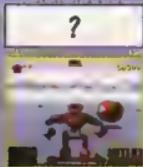


What is this?



?

?



CAN YOU FIND ALL OF  
THESE HIDDEN KEYS,  
BONUSES, AND  
TUNNELS?  
YOU CAN'T DEFEAT  
DARIUS WITHOUT  
THEM ALL!



CRYSTON WORLD MAP

KEY 3



?

TUNNEL 1



?

?

BONUS TUNNEL



NOT ALL HIDDEN ITEMS  
ARE SHOWN

TUNNEL 2

TUNNEL 3

TUNNEL 1

BONUS  
TUNNEL

### CRYSTON TUNNEL MAP

Upon emergence from the third tunnel, proceed to the Bonus Tunnel. Enter this tunnel by walking into the front door of the elevator. After the elevator has taken you underground you can proceed through the tunnel.

Upon emergence from the Bonus Tunnel, proceed to the prison compound. Here you will free the scientists from the prison building by unlocking the lock with your **three** Pass Disks. Shortly thereafter you will encounter Darius.

Fire your missiles at Darius' arms as soon as he emerges to minimize the damage that he will do to you.

Keep your transmission in reverse and keep backing up until Darius' arms have been blown off.

Continue firing your missiles at Darius after his arms have been blown off.

Switch from the laser to the cannon when all of your missiles have been expended.

If you continue to back up the entire time you are fighting Darius, he will be prevented from ramming you and you will have a much better chance of beating him.

Once you have defeated Darius and recovered the Core Segment, Dante and the Mother Ship will pick you up and deposit you in a Bonus Level.

Jump to the three key locks while firing your missiles at anything and everything that your target locks onto to prevent injury and to travel through the Bonus Stage before time runs out. If you are able to navigate the Bonus Stage successfully, you will earn an extra Morphing Battle System.

# Voltair

VOLTAIR IS THE MYSTERIOUS WORLD OF TRAPPED ASTEROIDS. CENTURIES AGO, THE TRAPPED ASTEROIDS FORMED A SPEED TRACK FOR RACING. YOU HAVE 150 SECONDS TO GET TO THE END OF THE TRACK BEFORE THE WARRIOR SPARTICUS THROWS THE SECOND CORE SEGMENT INTO THE ABYSS. DEFEAT THE WARRIOR SPARTICUS AND HIS JETBOOTER BATTLE DROID, THEN RETRIEVE THE SECOND CORE SEGMENT BEFORE IT IS LOST FOREVER. THE SONIC JET IS ALMOST USELESS IN THE HEAVY GRAVITY OF VOLTAIR. FUEL ONLY LASTS IN TEN SECOND SPURTS BEFORE YOU MUST REFUEL. USE THE LANDBURNER FOR THE FASTEST ROUTE.



GAP

GAP

COLLAPSING PATH

GAP

COLLAPSING PATH

ENERGY BONUS

SPARTICUS



COLLAPSING PATH

COLLAPSING PATH



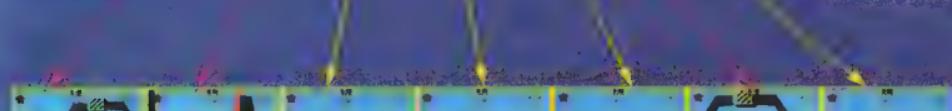
ENERGY BONUS

VOLTAIR  
WORLD  
MAP

Legend:  
Energy Bonus: ○  
Collapsing Path: ●  
Gap: ☼  
Boss: ⚡



COLLAPSING PATH



COLLAPSING PATH

COLLAPSING PATH

GAP

GAP

GAP

COLLAPSING PATH

GAP



Transform into the Landburner Mode as soon as Dante and the Mother Ship drop you off, then proceed through Voltair at top speed. Attempting to traverse Voltair in any other form but the Land Burner Mode will cause you to run out of time and the **Core Segment** will be lost.

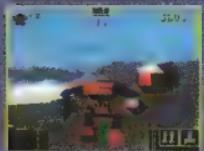


Drive under the first **crash bar** and jump over the **gap** and the **crash bar** on the far side. Fire your laser as soon as you begin to jump over the gap to destroy the asteroid on the far side.

You can drive over most of the course but beware of **gaps** in the track. You must use your boosted jump to clear these gaps. Always try to drive at top speed, **forward fast**.



Transform into the Hard Shell Mode and use whatever means possible to prevent the **fan** from blowing you off the path. Save your Electro Bombs for use against **Sparticus**.



Remember that you can only pick up items in the Walker Mode.



Another **fan** is located on a collapsing path further in the level. Use whatever means possible to prevent the fan from blowing you off the path. After the fan is destroyed, an energy bonus will appear in the center of the collapsing path.



Transform into the Walker Mode as soon as **Sparticus** appears and fire your missiles at his right arm.



Use your laser to finish off his right arm if necessary, then blow off his left arm with the laser.



Transform into the Hard Shell Mode and begin rolling forward as soon as **Sparticus**' arms have been destroyed. Use your B button jump to turn around when you reach the end of the asteroid path.

Fire off all of your Electro Bombs at **Sparticus**. If you followed our advice you should have at least two remaining.



When all of your Electro Bombs have been expended, transform back into the Walker Mode and fire at **Sparticus** with your cannon as he approaches you.



Transform back into the Hard Shell Mode from the Walker Mode and roll forward toward **Sparticus** before he reaches you to prevent him from stomping on you. Repeat this process until you have destroyed **Sparticus** and retrieved the second Core Segment.



Once you have defeated **Sparticus**, Dante and the Mother Ship will pick you up and deposit you in Bonus Level.



Jump through the path in Walker Mode to collect the keys in the Bonus Stage. Fire your missiles at anything and everything that your targeting system locks onto to prevent damage and allow you to navigate the Bonus Stage in time. If you navigate the Bonus Stage successfully you will earn an extra Morphing Battle System.

# Thermis

THE PLANET THERMIS IS THE MAIN POWER SOURCE FOR THE AKI-DO FORCES. SHUT DOWN THE FIVE REACTORS BY SOLVING THE FIVE FLASH LOCKS LOCATED ON THE PLANET. THE FLASH LOCKS WILL SHOW A SEQUENCE OF SHAPES, REMEMBER THE SEQUENCE AND ENTER IT TO SOLVE THE LOCK. SHOOT THE MATCHING CUBES TO ENTER THE SEQUENCE. DESTROY THE WARRIOR ALEXANDER AND HIS FEARSOME DESERT RAT BATTLE DROID TO RESCUE THE THIRD CORE SEGMENT.



CAN YOU FIND THE HIDDEN BONUS TUNNEL TO CLAIM THESE PRIZES!



**FLASH LOCK.**  
Can you  
find this?



?



THERMIS WORLD MAP



**FLASH LOCK.**  
Can you  
find this?



?



**FLASH LOCK.**  
Can you  
find this?



?



**FLASH LOCK.**  
Can you  
find this?



**DEFENSE  
UNIT**



**FLASH LOCK.**  
Can you  
find this?



?

SAVE ALL OF YOUR MISSILES AND CANNON SHELLS FOR ALEXANDER!



Walk straight ???? from the drop off area, destroying all enemies that appear, to locate the first Flash Lock.

Be sure to locate the Defense Unit before you do anything!



Destroy all of the enemies around the Flash Lock before approaching it.



We will let you figure out what you are supposed to do with these!



Beware of the Biwheel. It will damage you heavily if you allow it to hit you. Transform into the Hard Shell Mode when the Biwheel approaches, then transform back to the Walker Mode and fire your laser at it when it turns away.

After you have unlocked the first Flash Lock, locate the second Flash Lock. Flash Locks can be unlocked in any order.

Unlock the second Flash Lock. After you have unlocked the second Flash Lock proceed to the third Flash Lock. Flash Locks can be unlocked in any order.



Unlock the third Flash Lock then proceed to the fourth Flash Lock. Flash Locks can be unlocked in any order.



Unlock the fourth Flash Lock then locate the Bonus Tunnel.



Retrieve the items from the Bonus Tunnel and return to Thermis' surface. Proceed to the fifth, and final, Flash Lock.



After you unlock this Flash Lock, the menacing Alexander will appear.





Fire your missiles at **Alexander's** arms until they are blown off. Alexander's legs will fall off at the same time that his arms are blown off.



As soon as Alexander's arms and legs are destroyed, use your B button jump to turn away from **Alexander**. Transform into the Land Burner Mode and race away from Alexander as fast as you can!



Transform into the Sonic Jet Mode and fly toward **Alexander**, firing your cannon.

Transform into the Hard Shell Mode periodically to launch Electro Bombs at Alexander. You should have four Electro Bombs available to launch at **Alexander**.

After all of your **Electro Bombs** are expended, transform back into the Walker Mode and use your B button jump to turn and face **Alexander**.



When you get close to **Alexander**, transform back into the Land Burner Mode and race away to avoid being damaged by Alexander's missiles.



When you are far enough away transform back into the Sonic Jet Mode and fly toward **Alexander**, firing your cannon. Repeat this process until Alexander is destroyed and the third Core Segment is retrieved.

Once you have defeated **Alexander**, Danto and the Mother Ship will pick you up and deposit you in a **Bonus Level**.



Jump through the path in Walker Mode to collect the keys in the Bonus Stage. Fire your missiles at anything and everything that your targeting system locks onto to prevent damage and allow you to navigate the Bonus Stage in time. If you navigate the Bonus Stage successfully you will earn an extra Morphing Battle System.

# Magmemo

IT IS KNOWN THAT A CORE SEGMENT IS BEING HELD IN THE OLD MINE SYSTEM OF MAGMEMO. YOU MUST REACTIVATE THE MINE SHAFT BY COLLECTING THE ENERGY BALLS SCATTERED AROUND MAGMEMO'S SURFACE. PLACE THEM IN THE FOUR ENERGY POINTS. THE FOURTH CORE IS LOCATED IN THE MINE TUNNELS BUT EXPECT RESISTANCE FROM THE POWERFUL XERXES AND HIS MAGMA MARAUDER ONCE IT IS RETRIEVED.



What are these and how do you beat them?



?



MINE TUNNEL



XERXES



MAGMEMO BONUS TUNNEL



DEFENSE UNIT



MAGMEMO  
WORLD MAP



ENERGY BALL AND  
ENERGY POINT.  
Can you find the  
first set of these?



ENERGY BALL AND  
ENERGY POINT.  
Can you find the  
second set of these?



ENERGY BALL AND  
ENERGY POINT.  
Can you find the third  
set of these?



ENERGY BALL AND  
ENERGY POINT.  
Can you find the  
fourth set of these?

### MINE TUNNEL



### BONUS TUNNEL

### TUNNEL MAPS



Beware of the **Carap**. If he gets too close he will shoot cannon shells at you that will cause severe shield damage. To prevent him from doing this, transform to the Land Burner Mode and back up slowly, firing at him continuously.



Find the second Energy Ball and Energy Point set. Collect the second Energy Ball by walking into it. Energize the second Energy Point by walking over it when you have the second Energy Ball.



Find the fourth Energy Ball and Energy Point set. Collect the fourth Energy Ball by walking into it. Energize the fourth Energy Point by walking over it when you have the fourth Energy Ball.



It is always a great idea to find the Defense Unit during your adventure.

Enter the Bonus Tunnel by walking into the front door of the elevator. After the elevator has taken you underground, you can proceed through the tunnel. In the tunnel you will find numerous Bonuses. Be sure to collect them all!



Find the first Energy Ball and Energy Point set. Collect the Energy Ball by walking into it. Energize the Energy Point by walking over it when you have the Energy Ball.



Find the third Energy Ball and Energy Point set. Collect the third Energy Ball by walking into it. Energize the third Energy Point by walking over it when you have the third Energy Ball.



There are lots of items hidden on the surface of Magmemo. You must find them all in order to survive. Be sure to locate the Bonus Tunnel too.



These two mechanical terrors are extremely dangerous. You are sure to encounter them many times each as you travel across Magmemo. You will have to figure out why they are important and, more importantly, how to dispose of them.

After you have energized the fourth Energy Point, Dante will instruct you to find the elevator. It is wise, however, to find the Bonus Tunnel and collect the items in it before attempting to enter the Mine Tunnel, collect the Core Segment and face Xerxes.





Enter the elevator by walking into it. Ahh, first you have to find it.

There are lots of obstacles inside the Mine Tunnel, including these pesky Twinlasers.

Here is a mysterious item. Open up the container and find what is inside. We trust you will know what to do with what is inside.

Watch out for Mantraps, Twinlasers and closing doors.

Unlock the lock and grab the key. Hopefully somewhere along the way you collected a key. If you didn't, go back and find it.

Unlock the lock and grab the key.



At the end of this tunnel there is a Bonus. Collect this by walking into it.

Transform immediately into the Hard Shell Mode to avoid being damaged by the Twinlaser that is behind the Bonus. Destroy the Twinlaser.

The Core Segment is located right behind the Twinlaser.

**DO NOT ALLOW XERXES TO CLOSE IN ON YOU! HE WILL FIRE A WEAPON THAT WILL DESTROY YOU IMMEDIATELY!**



Once Xerxes' arms are blown off, he will begin to fly around in a manner similar to Alexander from Thermis. Defeat Xerxes in the same way that you defeated Alexander once Xerxes' arms are blown off.



Upon reaching the surface, transform immediately into the Land Burner Mode and race away from Xerxes as fast as you can! When you are some distance from Xerxes, transform back to the Walker and fire missiles at Xerxes' arms. When Xerxes gets close to you, transform back into the Land Burner Mode and race away from him again. When there is sufficient distance between you and Xerxes, transform back into the Walker Mode and fire missiles at his arms. Repeat this process until his arms are destroyed.



As soon as Xerxes' arms are destroyed, use your B button jump to turn away from Xerxes. Transform into the Land Burner Mode and race away from Xerxes as fast as you can! Transform to the Hard Shell Mode periodically to launch Electro Bombs at Xerxes. You should have three Electro Bombs available to launch at Xerxes. After all of your Electro Bombs are expended, transform back to the Walker Mode and use your B button jump to turn and face Xerxes. Transform to the Sonic Jet Mode and fly toward Xerxes, firing your cannon. When you get close to Xerxes, transform back into the Land Burner Mode and race away to avoid being damaged by Xerxes' missiles. When you are far enough away transform back to the Sonic Jet Mode and fly toward Xerxes, firing your cannon. Repeat this process until Xerxes is destroyed.

# Return Through the Vortex

THE AKI-DO ARE  
HEADING BACK THROUGH THE VORTEX  
TO DESTROY THE CITADEL OF TRANTOR.  
TAKE OUT AS MANY OF THE AKI-DO CRAFT AS POSSIBLE.  
THE FINAL CORE SEGMENT IS BEING HELD BY AN  
OMINOUS WARRIOR CALLED POMPEY IN  
THE FINAL STAGES OF THE VORTEX.



SAVE ALL OF YOUR ELECTRO BOMBS FOR POMPEY!



SECTOR 1



SECTOR 2



ENERGY  
BONUS



PORTAL TO  
SECTOR 2



ENERGY  
BONUS



THE BRUTAL  
POMPEY



Stay in the Walker Mode for a good portion of the Return Through the Vortex. It is always a good idea to transform as much as possible. This will allow you to destroy enemies as they approach without flying into too many baddies, too quickly.



Beware of the Angler. He is very difficult to destroy and his lasers will cause extreme shield damage to every mode of the Morphing Battle System except one. We will let you figure out which one this is! Shoot your lasers at the Angler when he is not shooting at you. Transform defensively when you see the Angler's laser bolts approaching. After they have hit you, transform back into the Walker Mode and continue to shoot at him.



These funny faces can only be destroyed in one particular way. Can you figure it out before they destroy you?

Be sure to pick up the Bonus in the center of the sector.



SECTOR 1

Be sure to enter this portal.



PORTAL TO SECTOR 2



SECTOR 2

Be sure to pick up the Bonus located in this sector.



### THE BRUTAL POMPEY AWAITS!

After you have launched all of your Electro Bombs at Pompey, transform to the Walker Mode and fire your cannon at Pompey's face. Can you guess which part? This is the only way to damage Pompey.



When Pompey appears, transform immediately into the Hard Shell Mode and launch all of your Electro Bombs at Pompey. If you have followed our advice you should have 3 Electro Bombs to use against him.



When Pompey gets close to you, transform to the Hard Shell Mode and watch out!



After Pompey has attacked you in the Hard Shell Mode, transform back into the Walker Mode and finish off Pompey by shooting at him. Only after you have destroyed Pompey will you be able to retrieve the final Core Segment.

Enter this portal after Pompey has been destroyed and the final Core Segment has been collected. The water world of Trantor is next!



# Trantor

THE BLACK TROOP PLANS TO DESTROY THE CITADEL OF TRANTOR, HOME TO THE CORE. THE AKI-DO FORCES ARE MAKING THEIR LAST STAND ON THE WATER PLANET. THEY HAVE LOCKED THE PATHWAYS OF TRANTOR WITH THEIR FLASH LOCKS. DESTROY THE AKI-DO HORDES BUT BEWARE OF THE POWERFUL BLACK TROOP MASTER, VERCINGETORIX WHO IS GUARDING THE CORE HOUSING. BE CAREFUL WHEN USING THE JET. IF YOU RUN OUT OF FUEL YOU WILL NOT BE ABLE TO LAND ON THE WATER'S SURFACE.



FLASH LOCK



SECTOR 1



FLASH LOCK



?



SECTOR 2



?



SECTOR 3



FLASH LOCK



SECTOR 4



?



?



FLASH LOCK



?



?



SECTOR 5



?

FLASH LOCK



?



SECTOR 6

FLASH LOCK



?



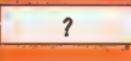
GAP



SECTOR 7



?



FLASH LOCK



?



FLASH LOCK



SECTOR 8



?



?



?



SECTOR 9



VERCINGETORIX

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Proceed along the path from where the Mother Ship dropped you off, destroying every enemy that appears. Take your time and be careful not to accidentally walk off the edge of the path.

Jump across the gaps in the path, watching for enemies that may suddenly appear on the other side.



Destroy the barbarians if they manage to surround you. Remember, though, that you must have four Electro Bombs to successfully defeat Vicerigeterix, use them sparingly.



Beware of the Luxor-Ra pyramids. They will damage your shield heavily with their laser if you are close to them. Destroy any and all Luxor-Ra pyramids as soon as they appear, even if there are other enemies in the area.

Transform into the Land Burner Mode when you hear the sound of a laser firing. The Land Burner Mode is close enough to the ground that the lasers will go over you unless you are extremely close to the source of the laser.



Beware of the AirFish. It will spit multiple Defcon-X droids out at you if you do not destroy it soon after it appears. Destroy it before it can spit any Defcon-X droids out at you.



You must unlock each Flash Lock successfully to get the next map section. Also, if you happen to be destroyed while traveling through Trantor, you will start over at the last Flash Lock you unlocked, not the beginning of the level.



Beware of the gaps in the last section of the path to be uncovered. One of them is too big to jump across. You must fly across the gap in the Sonic Jet Mode.



# YOU MUST HAVE FOUR ELECTRO BOMBS TO DEFEAT VERCINGETORIX!



After you have destroyed both sets of Twinlasers, Vercingetorix will appear.

Fire your missiles at Vercingetorix to blow his arms off. Try to do this as quickly as possible because Vercingetorix spits out Defcon-X droids.



As soon as Vercingetorix's arms have been blown off, shoot him in the center of his chest with your cannon. If you shoot him in the exact center you will destroy the Defcon-X droids as they are being produced as well as damaging Vercingetorix.



If you do not shoot accurately or quickly enough, Vercingetorix will charge you. If this happens, transform into the Hard Shell Mode to minimize the damage he does when he hits you.



When Vercingetorix's power meter is depleted he will break apart into two pieces and his power meter will be refilled.



Four Electro Bombs should destroy one of Vercingetorix's sections. Once all of your Electro Bombs have been expended, transform back into the Walker Mode and shoot the remaining Vercingetorix body segment with your cannon.



When the Vercingetorix breaks into two sections, transform into the Hard Shell Mode and launch your Electro Bombs at him. If you have followed our advice you should have four Electro Bombs to use against Vercingetorix.



Transform into the Hard Shell Mode from the Walker Mode when a missile is going to hit you. Keep looking for open spots to transform back into the Walker Mode and get a few quick cannon hits in. Keep repeating this process until Vercingetorix is destroyed. Only when Vercingetorix is destroyed can the Core be restored to its rightful place.



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